

# (12) UK Patent Application (19) GB (11) 2 383 668 (13) A

(43) Date of A Publication 02.07.2003

(21) Application No 0127189.9

(22) Date of Filing 13.11.2001

(71) Applicant(s)

JPM International Limited  
(Incorporated in the United Kingdom)  
Hadfield Road, CARDIFF, South Glam,  
CF1 8AQ, United Kingdom

(72) Inventor(s)

Kevin Short  
Steve Murray  
David Painter

(74) Agent and/or Address for Service

Wynne-Jones, Lainé & James  
Morgan Arcade Chambers,  
33 St Mary Street, CARDIFF, CF10 1AF,  
United Kingdom

(51) INT CL<sup>7</sup>

G07F 17/32

(52) UK CL (Edition V )

G4V VAA V118  
U1S S1174

(56) Documents Cited

GB 2364418 A  
GB 2230373 A  
GB 2165385 A

GB 2242300 A  
GB 2201821 A  
GB 2137392 A

(58) Field of Search

UK CL (Edition V ) G4V  
INT CL<sup>7</sup> G07F

Other: Online: WPI, EPODOC, JAPIO

(54) Abstract Title

Dual gaming machine

(57) A dual-game machine comprises an amusement-with-prizes (AWP) machine 1 combined with a "Rolling Road" (RR) unit 2. A win condition achieved on the AWP machine will cause an indication to be shown additionally at a location on one position on the matrix 5 of the RR unit. A gamble feature 6 has two outcomes. One of these causes loss of any award from the RR unit. The other allows exchange of the indication of the location from said one position on the matrix 5 to a predetermined or selected alternative location on the matrix.

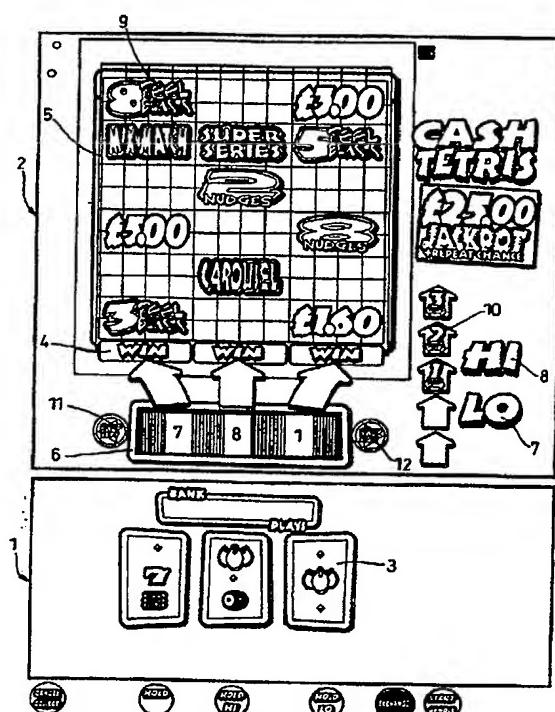


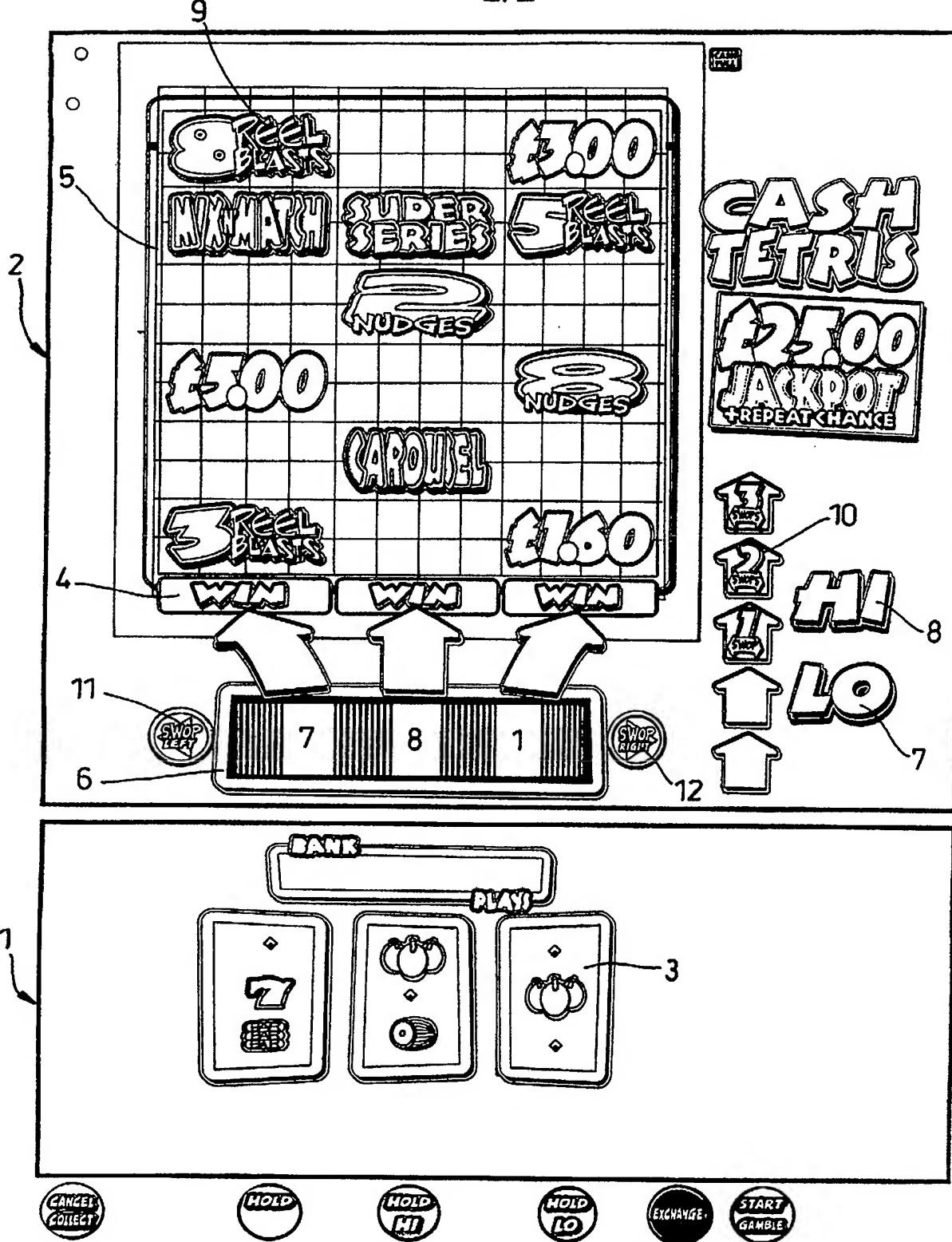
Fig. 1

At least one drawing originally filed was informal and the print reproduced here is taken from a later filed formal copy.

The claims were filed later than the filing date but within the period prescribed by Rule 25(1) of the Patents Rules 1995.

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**Fig. 1**

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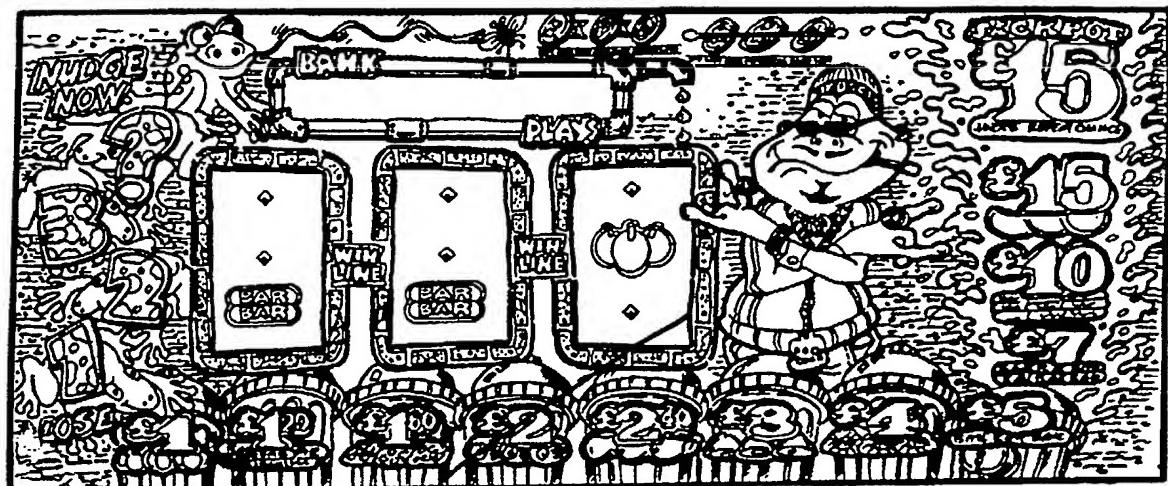
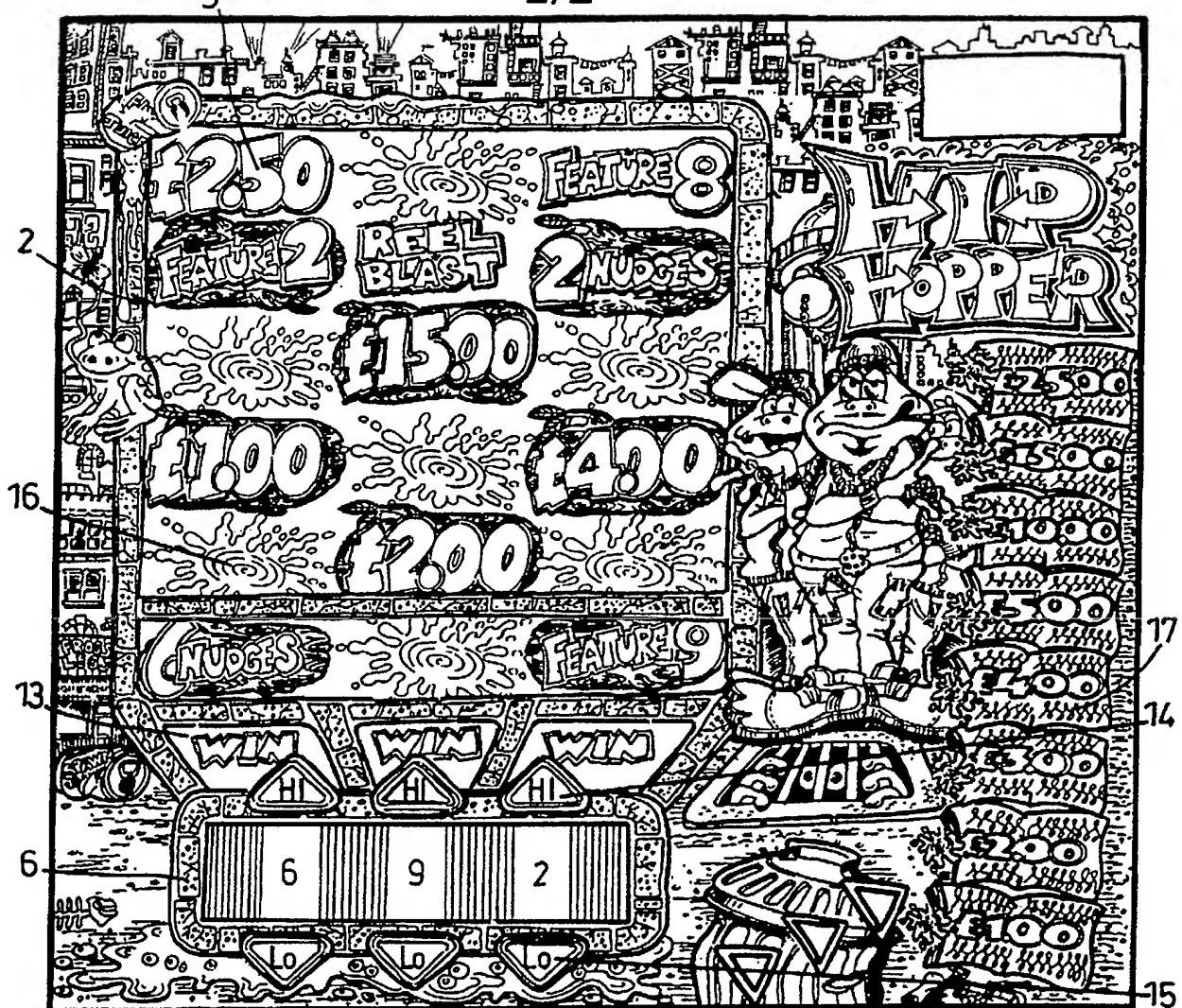


Fig. 2

"Dual Gaming Machine"

This invention is concerned with the integration of two types of gaming machine to produce an added result. One type of machine is referred to as a gaming or 5 amusement-with-prizes machine, particularly known as a fruit machine. Machines of this type have a number of reels or drums, or equivalents such as endless bands, which are spun and stop in a random manner to reveal a combination of symbols in display windows. Certain 10 combinations result in prizes, usually monetary, being awarded. Such machines will be referred to generally as AWP machines.

Another type of gaming machine in use comprises what is known as a "Rolling Road" unit, which will hereinafter 15 be referred to generally as an RR unit. Such a unit comprises a rectangular grid/array of lamps with a flexible transparent/translucent "band" which can be driven/rotated between different stopping positions to introduce different display regions in front of the array of lamps, whereby 20 prizes can be indicated.

According to the present invention there is provided a dual-game machine comprising an AWP machine combined with an RR unit, such that a win condition achieved on the AWP machine will cause an indication to be shown additionally 25 at a location on one position on the matrix of the RR unit, the dual game machine also incorporating a gamble feature with two outcomes, one of which causes loss of any award

from the RR unit whilst the other allows exchange of the indication of the location from said one position on the matrix to a predetermined or selected alternative location on the matrix.

5        In using such a gaming machine the AWP machine is used in the conventional manner and if the user achieves a "win" condition, then this will transfer an additional option to the type of game utilised on the RR unit. The machine can then be programmed to operate in such a way that failure to achieve a successful outcome on the RR unit either results in no prize being awarded or retains the possibility of an award from the AWP machine. The added gamble feature enables the user to try to improve the outcome represented on the RR unit from a low or zero award to an increased award or some special feature which might, for example, allow the results shown on the AWP machine to be modified in certain ways (such as by spinning the reels or by nudging the reels by increments). The manner in which the result shown on the RR unit is modified is by the user gambling on producing an event which will move the win position indicated on the RR unit to a better location by one or more increments, possibly by employing more than one gamble operation. Once the user has reached an optimum situation, he can then decide whether or not to take the winning outcome displayed rather than gamble any further.

10      20      25

In one preferred arrangement the exchange outcome can cause exchange from said one location to an alternative

location displaced by one or more positions in the same column of the matrix.

Alternatively, the exchange outcome could cause exchange from said one location to an alternative location displaced by one or more positions in the same row of the matrix.

Another possibility is that the exchange outcome could allow a choice of displacement from said one location to an alternative location displaced by one or more positions either in the same column or in the same row of the matrix.

The gamble feature itself could incorporate a set of reels with sections visible at locations associated with each of the columns of the RR unit, and a gamble operator allowing the user to predict an option of a visible higher or lower value result relative to a value currently illustrated at one location on said set of reels after those reels have been indexed to a new condition. Said set of reels could comprise reels of the AWP machine carrying said values in addition to the standard symbols on the reels. In this case said values could be carried by a reel of the AWP machine which is separate from the reels carrying the standard symbols.

The invention may be performed in various ways and two preferred examples thereof will now be described, with reference to the accompanying diagrammatic drawings, in which:

Figure 1 illustrates features displayed on one version of a dual-game machine of this invention; and

Figure 2 illustrates features displayed on an alternative version of a dual-game machine of this  
5 invention.

As shown in Figure 1, the machine comprises a lower section 1 which is essentially a conventional AWP machine set up, together with an upper section incorporating an RR unit 2 with added features. The AWP machine 1 will incorporate three reels 3 which can be spun after the player has inserted a coin in an attempt to achieve a designated win condition on the central line. When such a win is achieved, then one of the three WIN lights 4 on the RR unit will be illuminated to indicate an achievement of  
10 the award shown in the portion of the screen matrix 5 immediately above that WIN light. In this instance a win indicated in the first column would allow the user to operate three "reel blasts". A win indicated on the second column would produce no result for the user, whilst a win  
15 in the final column would give the player the option of collecting £1.60.  
20

However, the user has the option of gambling on a relocation of the features on the RR unit. One method of doing this is for the user to evaluate whether a numerical symbol on a relevant one of three reels 6 is likely to be increased or reduced upon a random spinning of that reel.  
25 Thus, the user might press the LO gamble button 7 if he

estimated that the next number to appear on the first reel after spinning was likely to be less than 7. He might make a similar gamble in respect of the numeral 8 on the second reel. However, if he wished to gamble on the third reel he  
5 should choose the HI gamble button 8 because the next number is bound to be an improvement on 1 (there are no zeros on these reels). A successful outcome on such a gamble will cause the band carrying the display symbols 9 to be incremented downwards by one row. If the win  
10 position is in either of the first or third columns then no potential prize would be available, but a win indication in the second column would give the user the opportunity to use a "CAROUSEL" feature.

The user could then perform a further gamble and, if  
15 successful, the symbols would increment down by a further row. This would give win possibilities of £5 in the first column or 8 "nudges" in the second column. Such reel movements are termed "swaps". The number of swaps still available, following a number of successful gambles, would  
20 be illustrated on the buttons 10. Having built up a number of swaps the user could then utilise these to move the symbols 9 on the band by a suitable number of increments. Additionally, however, the swaps could be used to index the "WIN" light across from column to column in the left or  
25 right direction by pressing one of the buttons 11 or 12. By suitable utilisations of "swap" options the user could locate the "WIN" light against a prize of a suitably high

level on the RR unit and could then accept that prize (in terms of a cash prize or a special feature to modify the array of symbols on the reels 3 in a conventional manner as employed on such APW machines).

5           In the alternative version shown in Figure 2 the user, on achieving a win condition on the central line of the reels 3 of the AWP machine section 1, can then select a preferred one of the three columns of the RR unit 2 by pressing a chosen one of the three WIN buttons 13. Again, 10 there is a set of reels 6 carrying numerals and the user can select an associated HI or LO gamble button 14 or 15, relative to the chosen WIN column. If the gamble is successful, then the symbols 9 illustrated on the band of the RR unit will be incremented downwards to display a new 15 line of symbols, some of which will offer a prize of some nature. Again, there is a possibility of the user swapping from one column to another. This is done by pressing the relevant HI or LO button in the desired column. If the gamble is successful, then the "WIN" light will be 20 illuminated for that column.

As a variation on the manner in which the equipment operates, the band carrying the symbols 9 could be caused to move by more than one increment (either deliberately at the choice of the user or randomly) to locate the second or 25 third row above (for example) down to the position adjacent to the "WIN" lights 4 or 13.

It will be appreciated that the symbols and decorative features shown in the examples of Figures 1 and 2 can be modified as desired and that the concepts described can be extended to other implementations or layouts and could also  
5 be created using video technology.

CLAIMS

1. A dual-game machine comprising an AWP machine combined with an RR unit, such that a win condition achieved on the AWP machine will cause an indication to be shown additionally at a location on one position on the matrix of the RR unit, the dual game machine also incorporating a gamble feature with two outcomes, one of which causes loss of any award from the RR unit whilst the other allows exchange of the indication of the location from said one position on the matrix to a predetermined or selected alternative location on the matrix.  
5
2. A dual-game machine according to claim 1, wherein the exchange outcome causes exchange from said one location to an alternative location displaced by one or more positions in the same column of the matrix.  
10
3. A dual-game machine according to claim 1, wherein the exchange outcome causes exchange from said one location to an alternative location displaced by one or more positions in the same row of the matrix.  
15
4. A dual-game machine according to claim 1, wherein the exchange outcome allows a choice of displacement from said one location to an alternative location displaced by one or more positions either in the same column or in the same row of the matrix.  
20
- 25 5. A dual-game machine according to any one of claims 1 to 4, wherein the gamble feature incorporates a set of reels with sections visible at locations associated with

- each of the columns of the RR unit, and a gamble operator allowing the user to predict an option of a visible higher or lower value result relative to a value currently illustrated at one location on said set of reels after those reels have been indexed to a new condition.
- 5       6. A dual-game machine according to claim 5, wherein said set of reels comprises reels of the AWP machine carrying said values in addition to the standard symbols on the reels.
- 10      7. A dual-game machine according to claim 6, wherein said values are carried by a reel of the AWP machine which is separate from the reels carrying the standard symbols.
8. A dual-game machine substantially as herein described with reference to the accompanying drawings.
- 15      9. Any novel combination of features of a dual-game machine as described herein and/or as illustrated in the accompanying drawings.



Application No: GB 0127189.9  
Claims searched: 1 to 8

Examiner: Colin Thompson  
Date of search: 22 April 2003

## Patents Act 1977 : Search Report under Section 17

### Documents considered to be relevant:

Category	Relevant to claims	Identity of document and passage or figure of particular relevance	
X,P	1	GB 2364418 A	(IGT-UK Ltd) See pages 4-6
X	1	GB 2242300 A	(Bell-Fruit Mfg Co Ltd) See pages 3-4
X	1,5	GB 2230373 A	(Bell-Fruit Mfg Co Ltd) See p4 line 31-p6 line 13
X	1	GB 2137392 A	(JPM (Automatic Machines) Ltd) See p1 lines 39-94
X	1	GB 2201821 A	(NSM Apparatebau GmbH) See pages 3-5
X	1	GB 2165385 A	(Barcrest Ltd) See p" lines 30-46

### Categories:

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|---|---|---|--|
| X | Document indicating lack of novelty or inventive step   | A | Document indicating technological background and/or state of the art.  |
| Y | Document indicating lack of inventive step if combined with one or more other documents of same category. | P | Document published on or after the declared priority date but before the filing date of this invention.          |
| & | Member of the same patent family  | E | Patent document published on or after, but with priority date earlier than, the filing date of this application. |

### Field of Search:

Search of GB, EP, WO & US patent documents classified in the following areas of the UKC<sup>V</sup>:

G4V

Worldwide search of patent documents classified in the following areas of the IPC<sup>7</sup>:

G07F

The following online and other databases have been used in the preparation of this search report:

WPI, EPODOC, JAPIO